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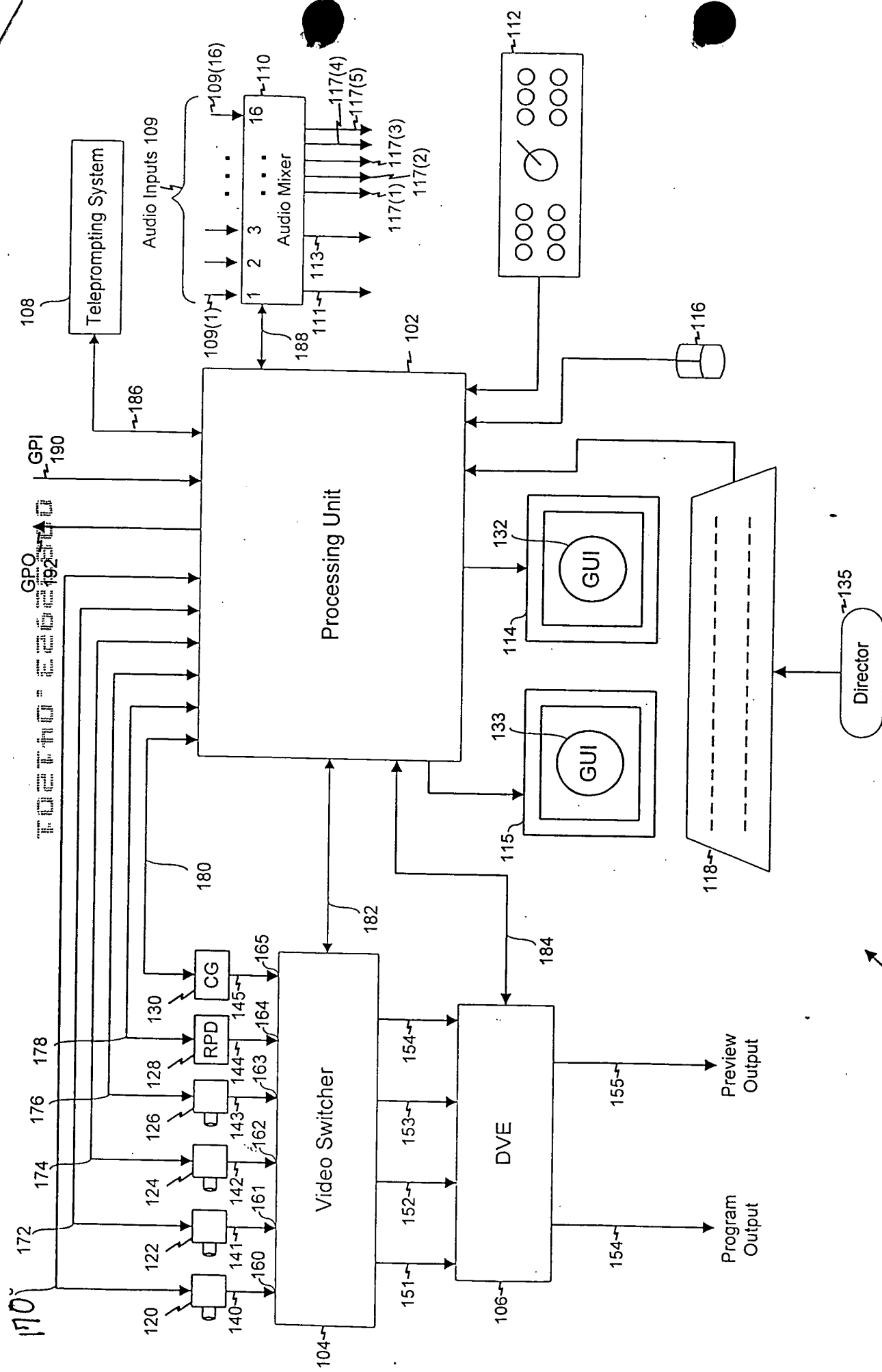


FIG. 1

FIG. 2A

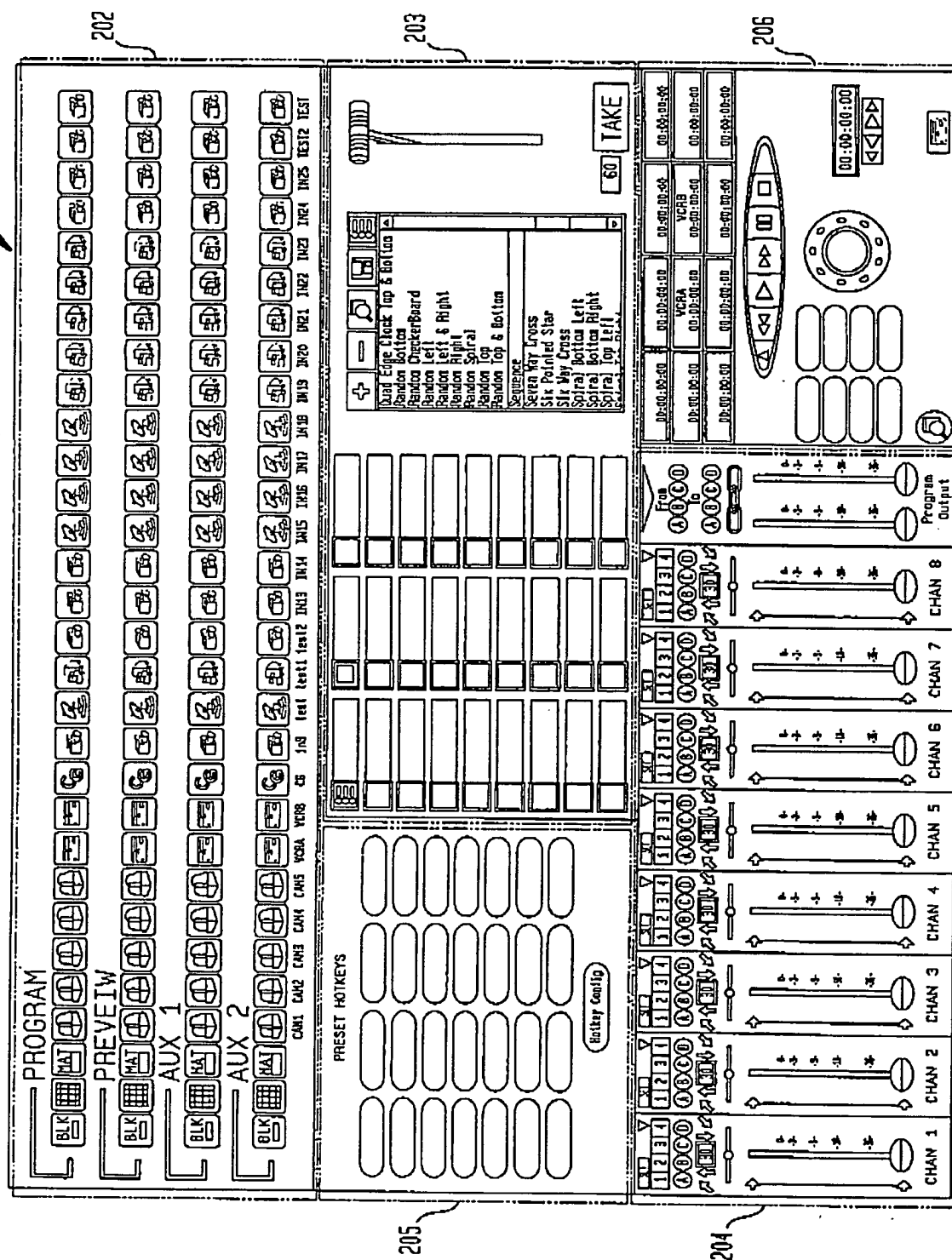
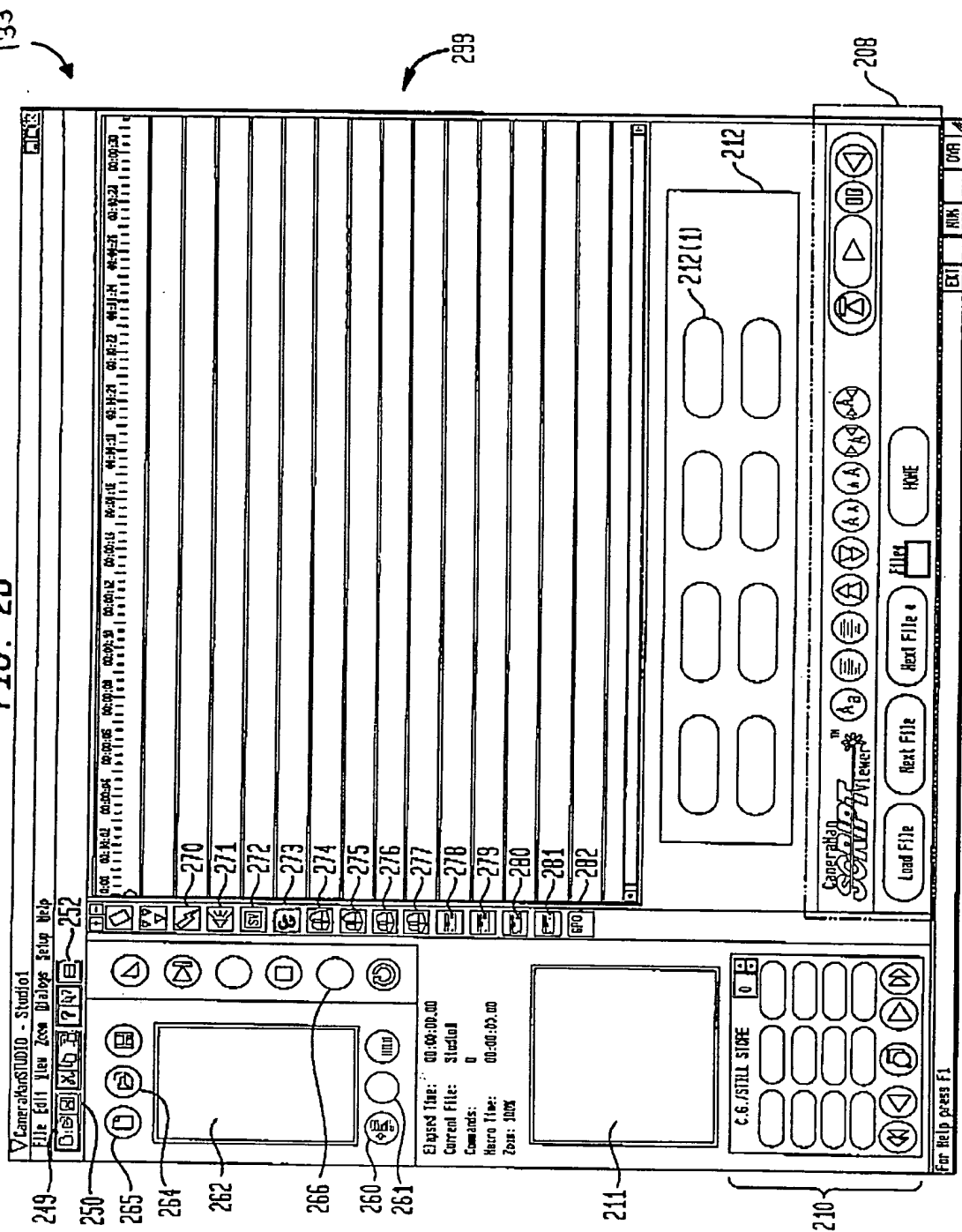


FIG. 2B



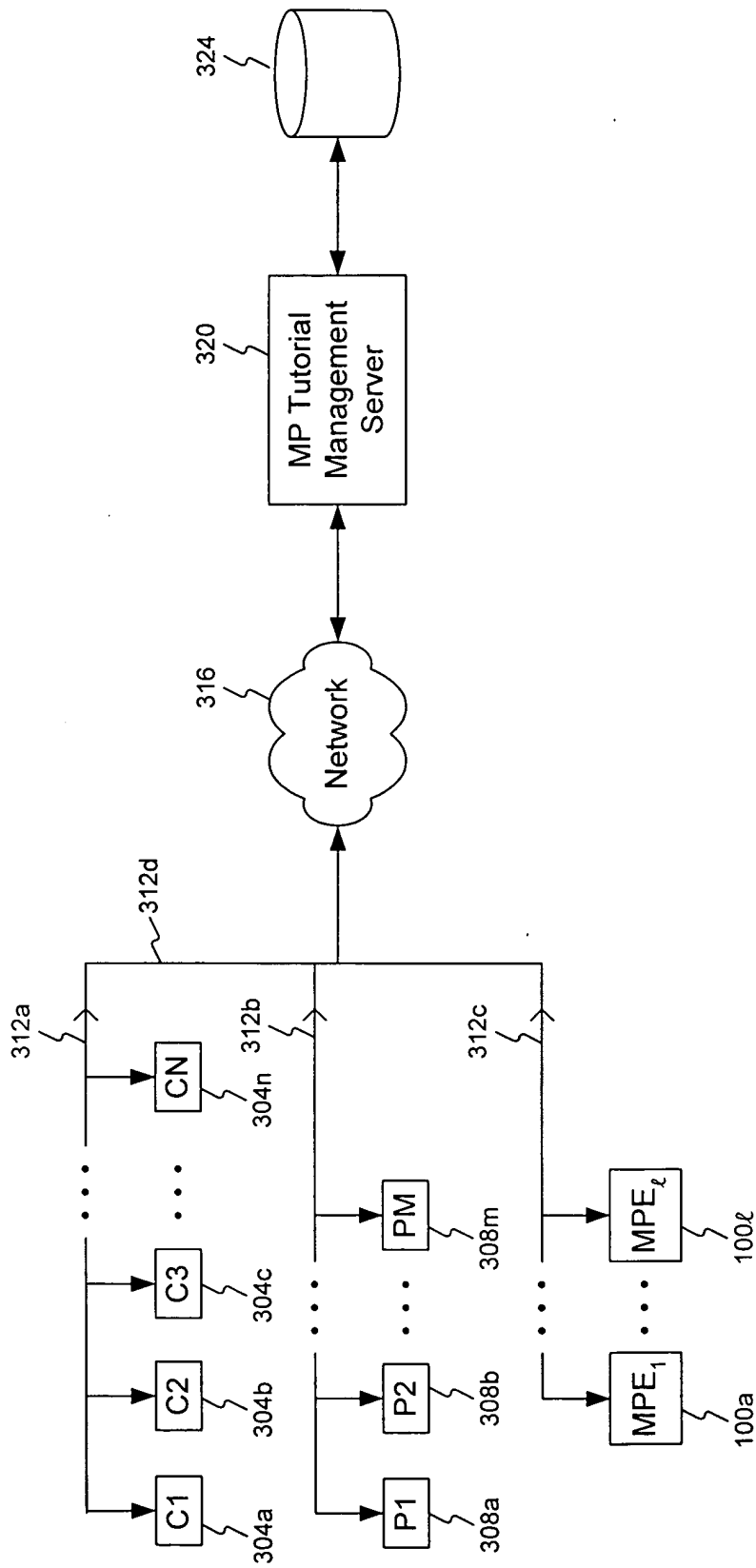


FIG. 3: Media Production Tutorial System 300

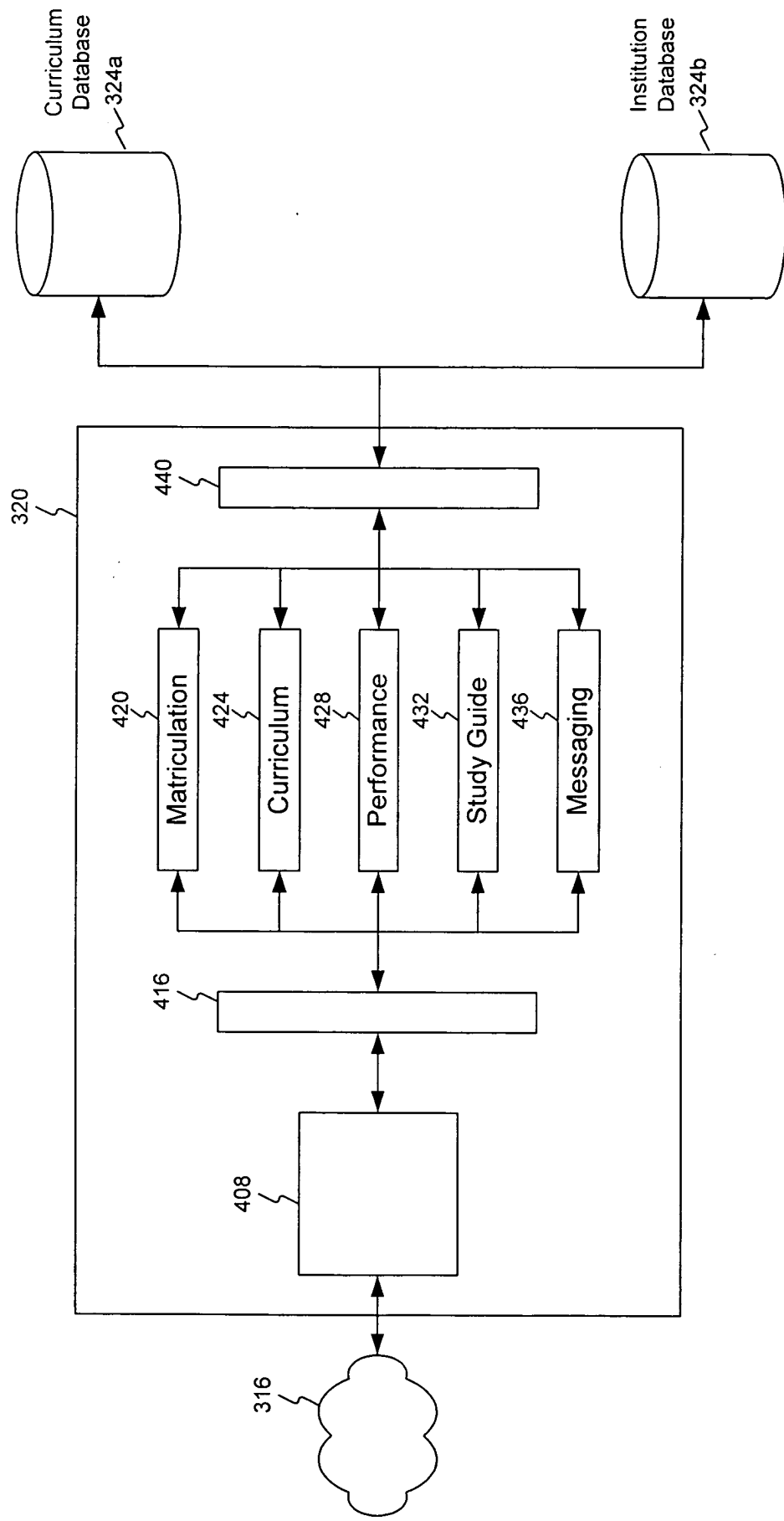


FIG. 4: Media Production Tutorial Management Server 320

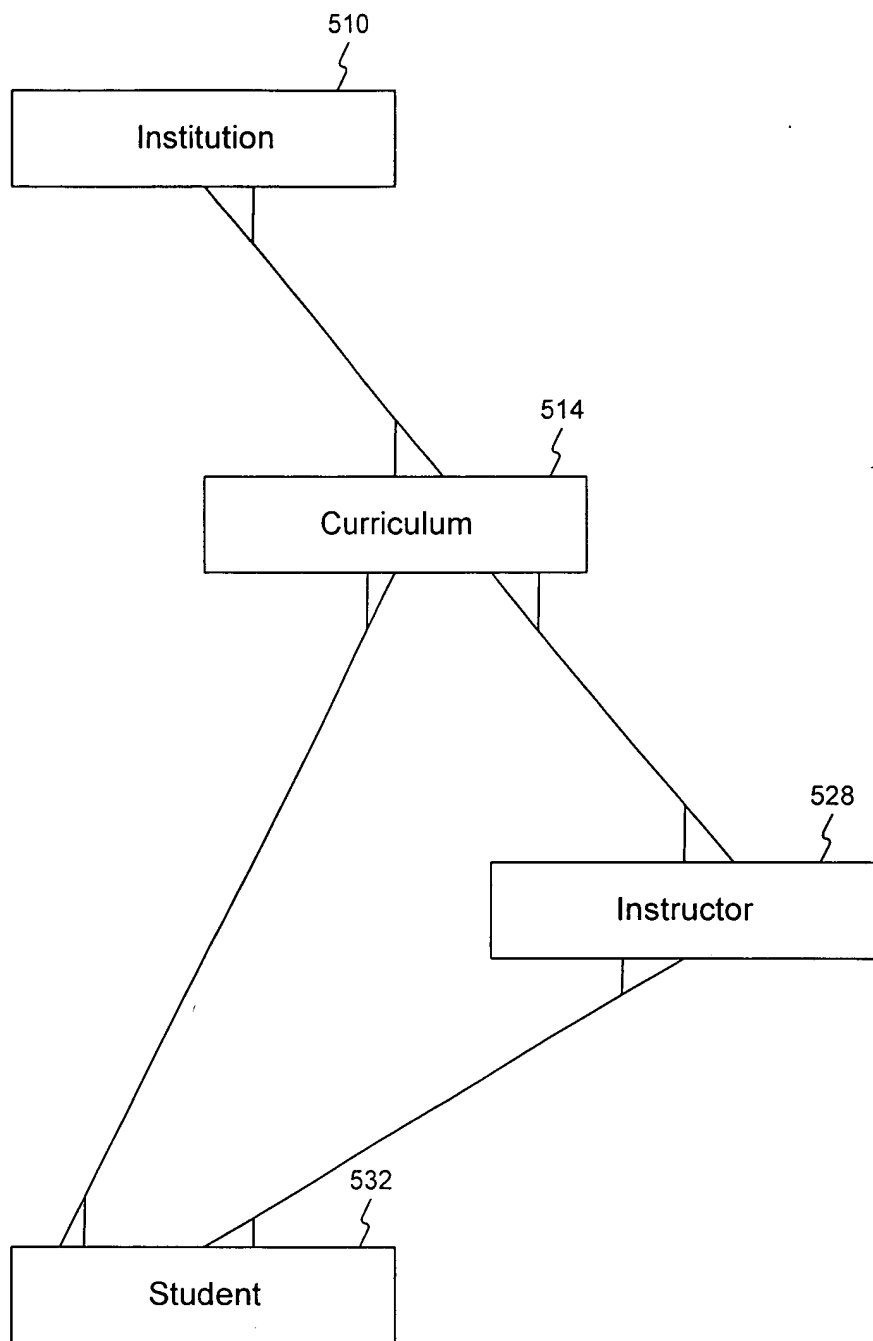


FIG. 5: Relation Diagram for Database 324

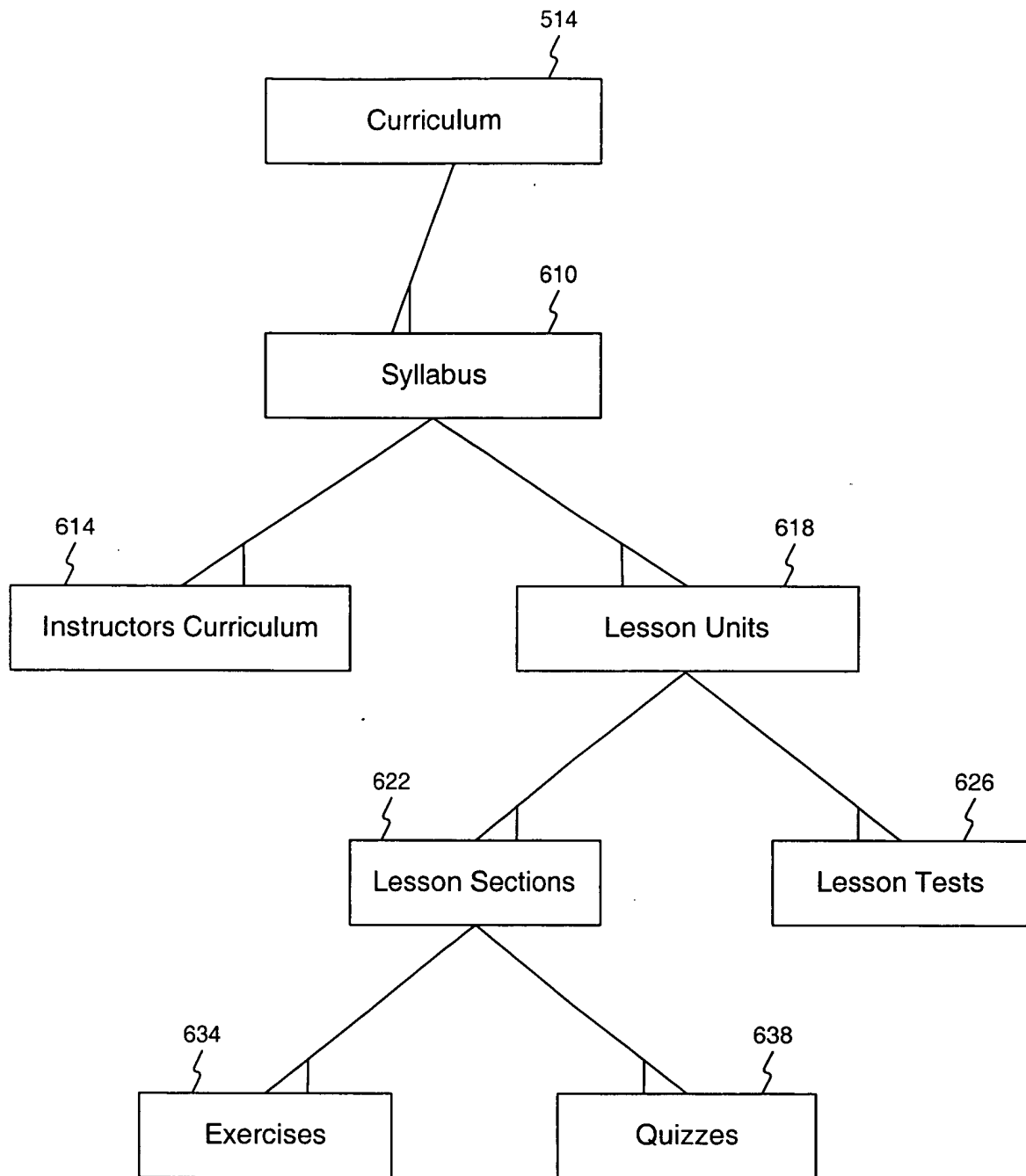


FIG. 6: Relation Diagram for Database 324a

FIG. 7 : Training Facility 700

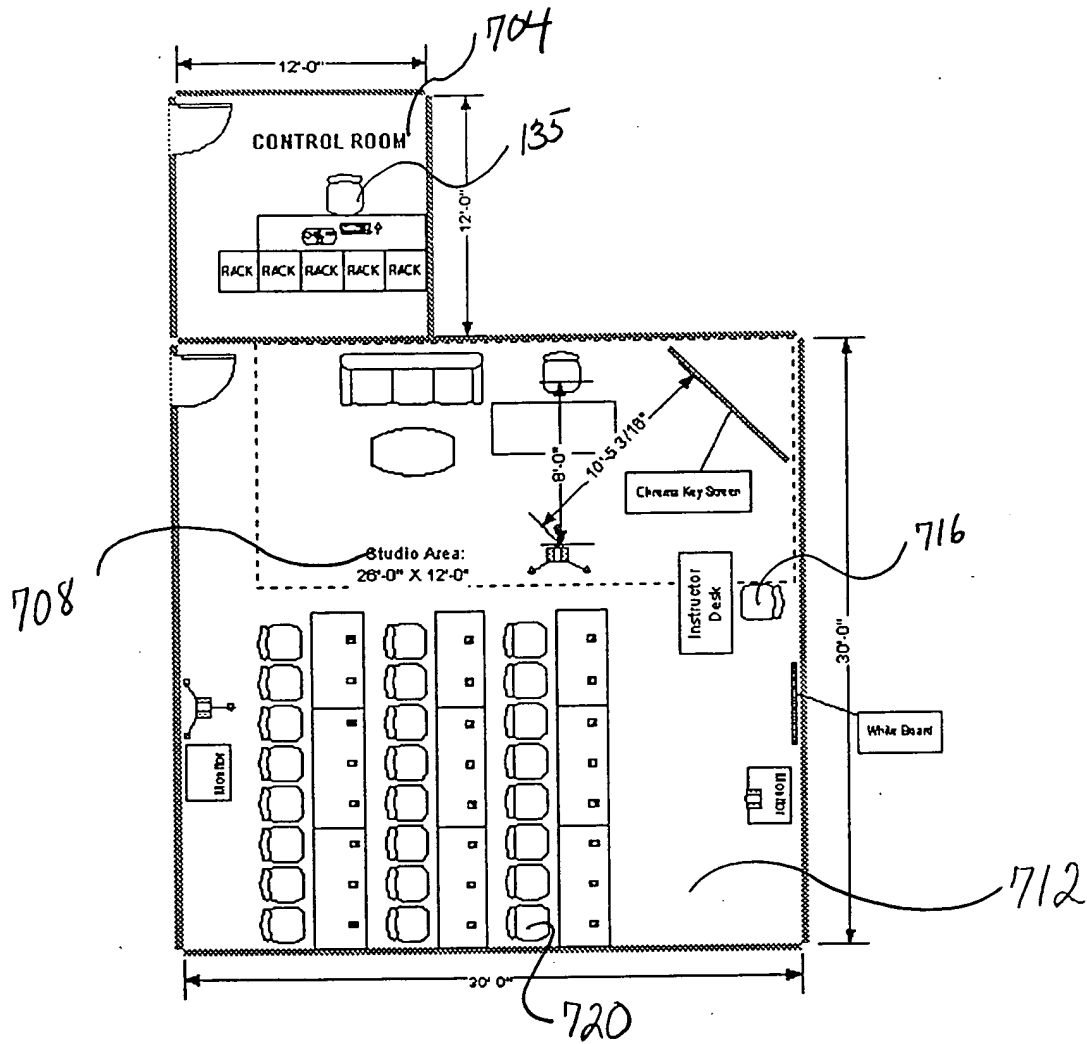


FIG. 7 : Training Facility 700

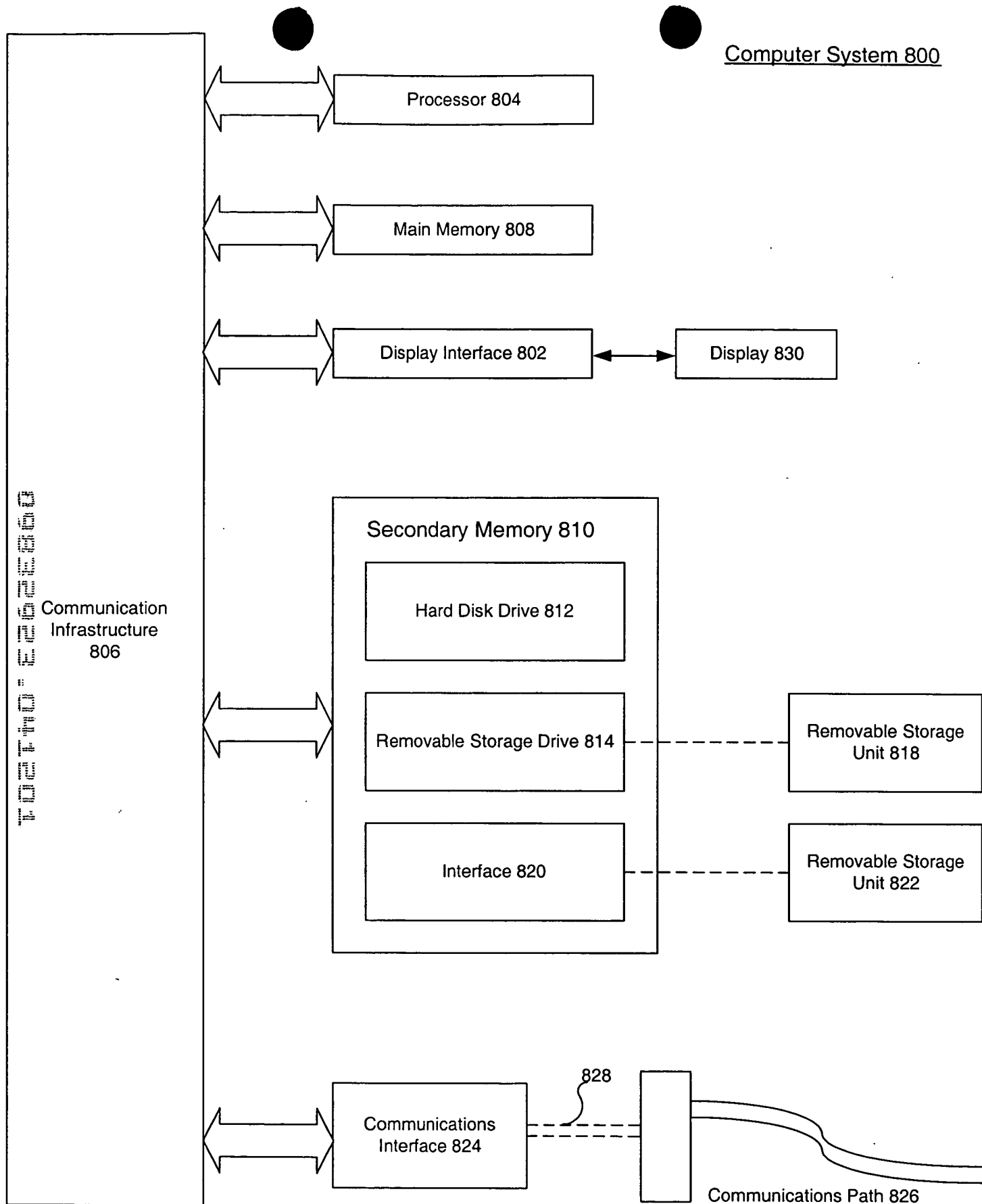
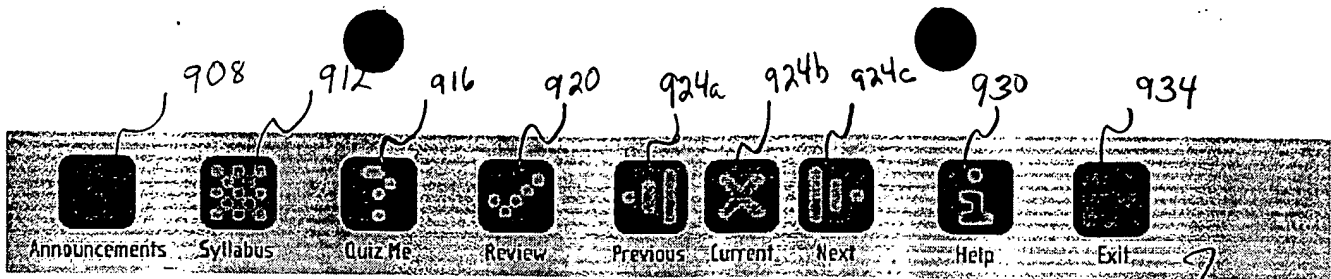


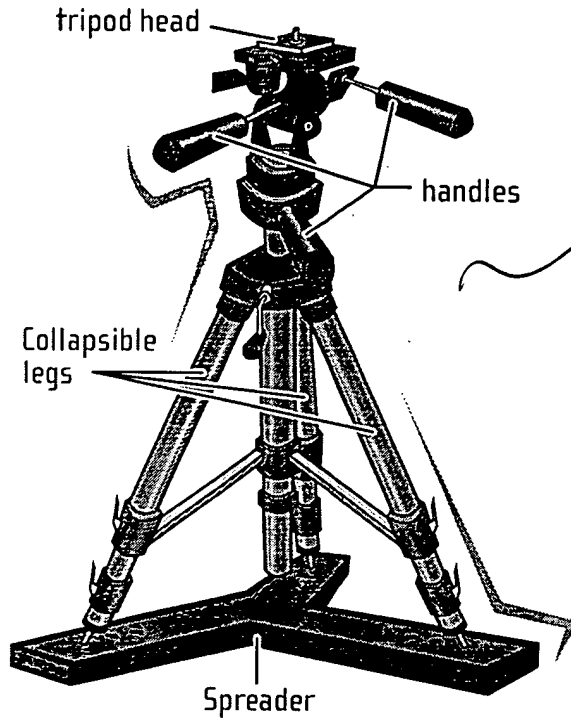
FIG. 8



Tripods

A TRIPOD is a three-legged stand used to hold your camera steady while you pan, tilt or simply record a static shot. Tripods usually have one of two adapters that make it possible to attach a camera to them: either a quick-release shoe or a simple screw-in bolt. The best kind of tripod head is a fluid head.

Never leave a camera unattended while mounted on a tripod. If there's an emergency and you must leave the camera, designate someone to supervise it until you can return.

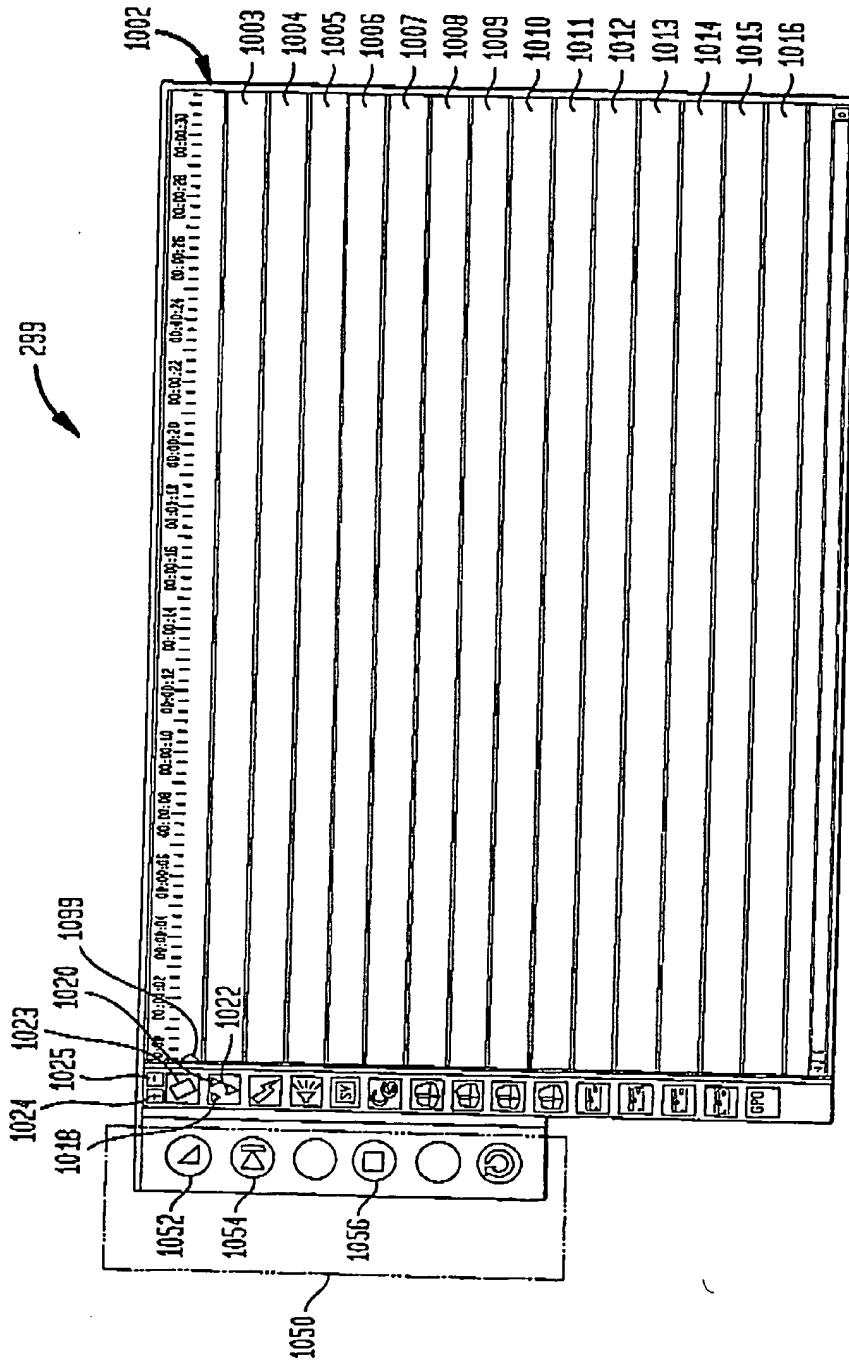


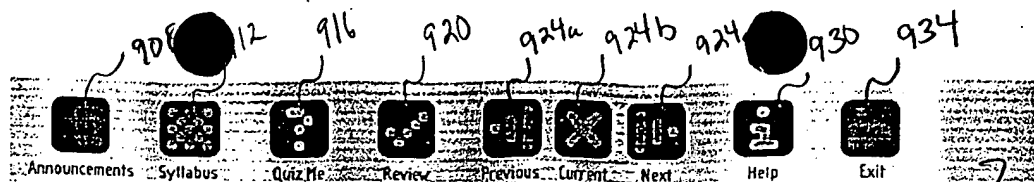
Unit 02 - Camera : Section 02.1 - Basic Shots

FIG. 9: GUI 900

UNIT 02 - CAMERA

FIG. 10





Syllabus Page

☐ Unit or Lesson not visited. - ☒ Unit partially complete / Lesson visited.
☒ Lesson tested incorrect. - ☒ Unit or Lesson Completed (tested correct).

Click on a Unit to see its Sections & Lessons.

Unit 02 - Camera

☐ Unit 01 - TV History

(Click on a Lesson to go there.)

☒ Unit 02 - Camera

Section 02.0 - Welcome

☒ Welcome to the Course

Section 02.1 - Basic Shots

☐ Unit 03 - Audio

☒ Long Shots

☐ Unit 04 - 3 R's

☐ Medium Shots

☐ Unit 05 - Editing

☐ Close-Ups

☐ Unit 06 - Lights

☐ Headroom

☐ Unit 07 - Graphics

☐ Rule of Thirds

☐ Unit 08 - Producing & Directing

☒ Tripods

☐ Unit 09 - Advertising

Section 02.2 - Camera Moves

☐ Unit 10 - Instructional Video

☐ Pans

☐ Unit 11 - 3R's Revisited

☐ Tilt

☐ Unit 12 - More Camera & Lighting

☐ Dolly

☐ Unit 13 - Video Technology

☐ Trucking

☐ Unit 14 - F/X

☐ Zoom

☐ Unit 15 - More Producing & Directing

☐ Lead Room

☐ Unit 16 - Video Yearbook

Section 02.3 - Videotape

☐ Unit 17 - ABCs of EFP

☐ Tape Formats

☐ Unit 18 - Scriptwriting

☐ Preparing A Tape

☐ Unit 19 - Documentary

☐ Tape Transport System

☐ Unit 20 - That's A Wrap

☐ Recording Speed

☐ Tape Labels

☐ Tape Care

Section 02.5 - Shot Director

☐ Shot Director - Powering Up

☐ Shot Director - Focus

☐ Shot Director - Iris

☐ Shot Director - Upper Section

☐ Shot Director - Lower Section

☐ Shot Director - Slide Controls

☐ Shot Director - Joystick Control

☐ Shot Director - Joystick Zoom Control

☐ Studio Camera Shots

Section 02.6 - Other Shots

☐ Camera Angle

☐ Canting

☐ Lead The Look

☐ Cropping

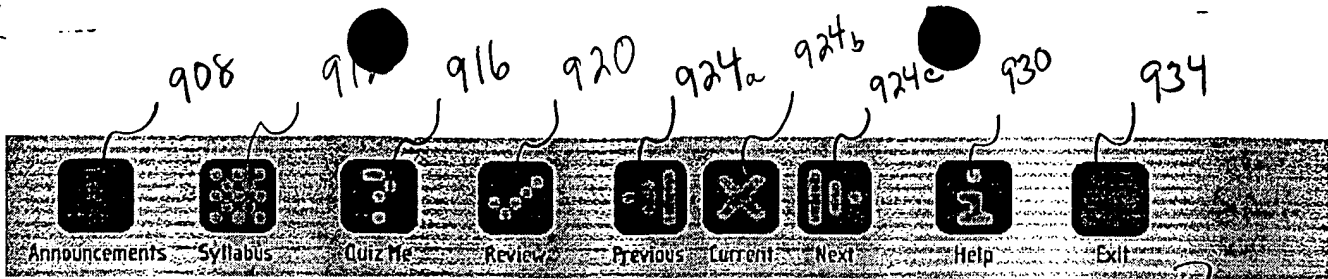
☐ Backgrounds

☐ Over The Shoulder Shots

Section 02.9 - Testing Lesson

☒ Testing Lesson

FIG 11: GUI 1100



Quiz Me Page

942

904

Here is a question picked at random from the lessons you have visited but not been quizzed on, or lessons you have missed questions on.

A long shot is most often used to ____.

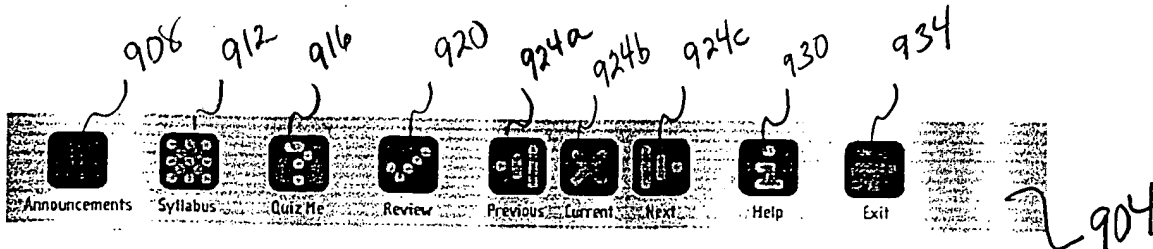
- ☐ establish a setting
- ☐ show viewers small details
- ☐ show an entire object

Button

1250

FIG. 12: GUI 1200

FIG. 12: GUI 1200



Unit 02 - Camera Test Page

Please select an answer for each of the following 33 questions and then click on the SUBMIT button a

Which of the following does not describe a long shot?

- ☐ It shows great detail.
- ☐ It establishes a setting.
- ☐ It is effective on large screen.
- ☐ It is also called a wide shot.

A medium shot is best described as anything between a close-up and a long shot.

- ☐ True
- ☐ False

Which of the following items does not describe a close-up?

- ☐ It is often cropped.
- ☐ Shows great detail.
- ☐ Exaggerates movement by the camera or subject.
- ☐ Lacks detail.

Too little headroom makes the subject appear cramped within the frame.

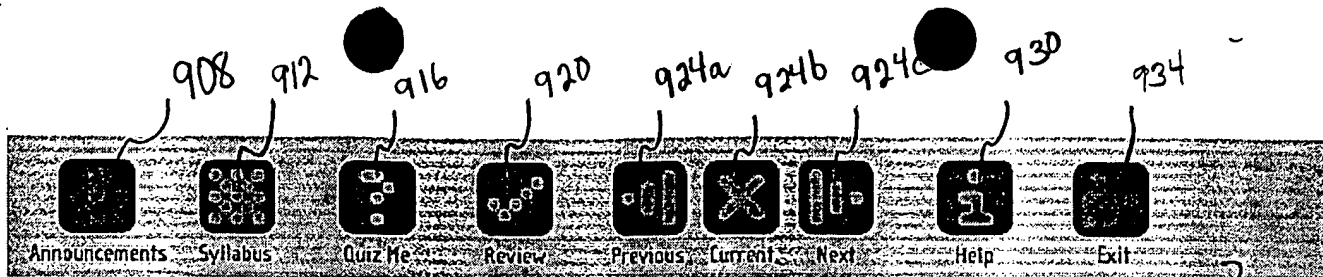
- ☐ False
- ☐ True

The Rule of Thirds is an imaginary set of lines that go across the screen in the following pattern:

- ☐ three down, three across
- ☐ three down, four across
- ☐ three across, four down
- ☐ four across, three down

Submit

FIG. 13 GUI 1300



Review Page

Here are stats of your progress in the School Demo.

Of the 71 lessons in the course, you have visited and/or tested 13, which is 18%.

You have completed 4% of the course.
(This represents a total of lessons visited and on which you tested correctly and/or pages which required no test.)

Here is a list of lessons you have missed questions on. Click on one to see the lesson for review.

Unit 02 - Camera : Section 02.1 - Basic Shots
Long Shots
 Unit 02 - Camera : Section 02.2 - Camera Moves
Dolly

} ~1404

942

904

Fig. 14: GUI 1400

FIG. 14: GUI 1400

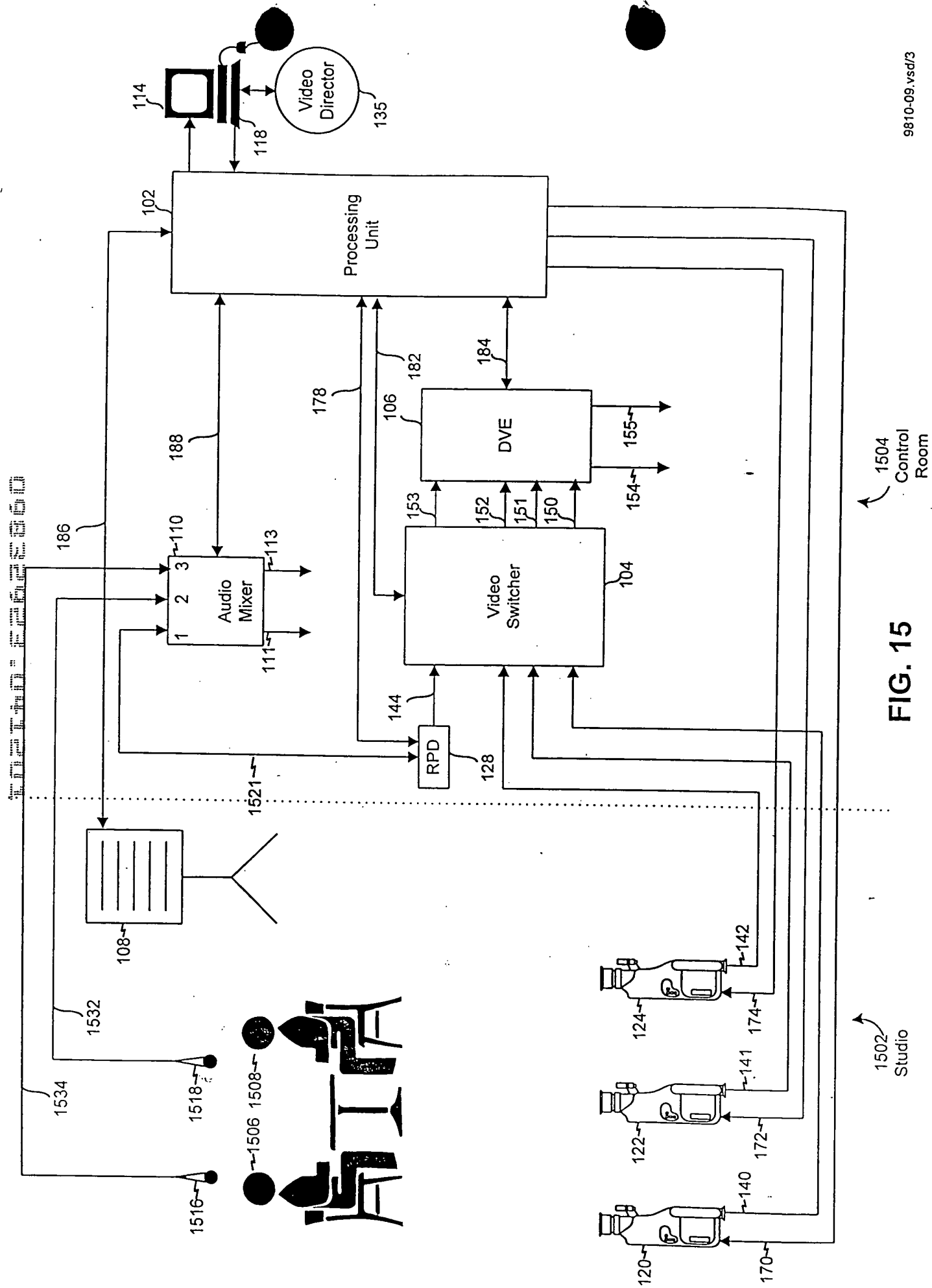
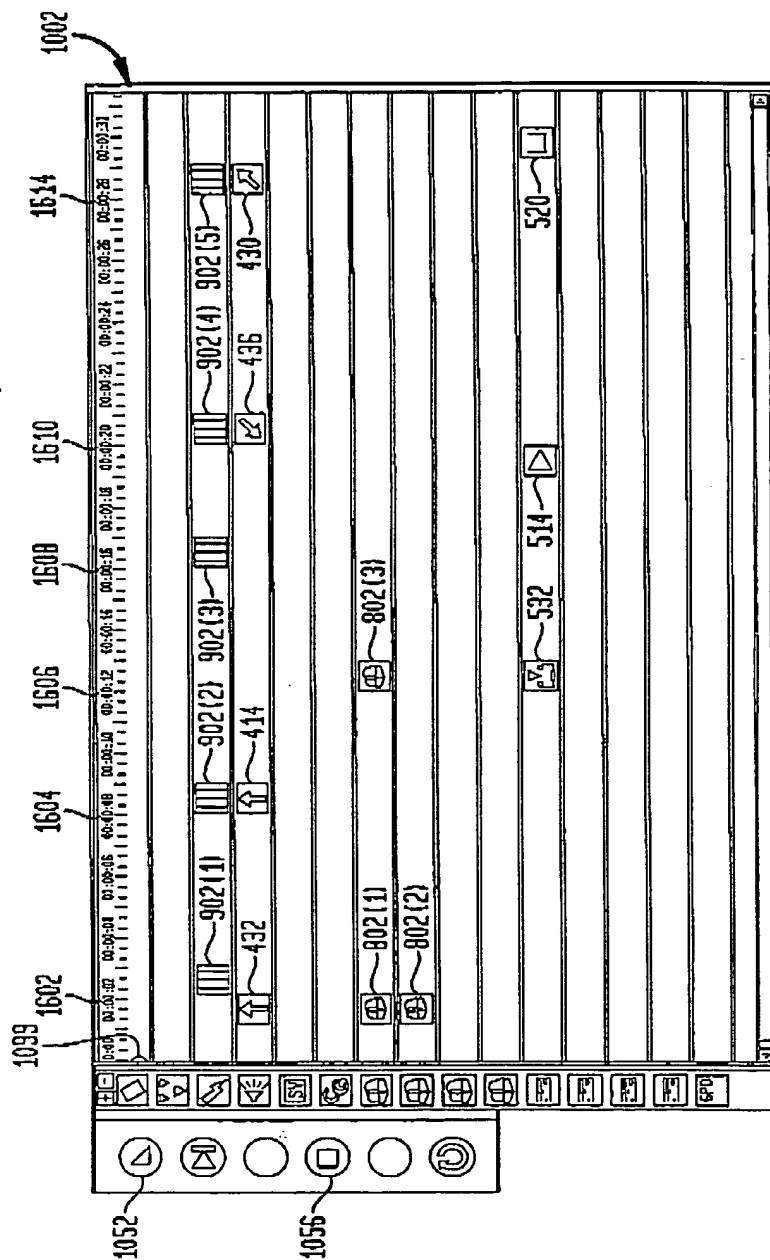
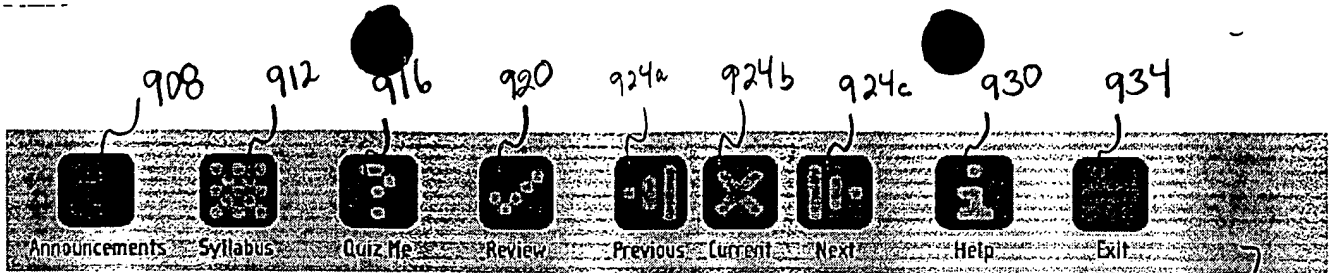


FIG. 15

FIG. 16





Announcements Page

942

11/05/1999 - Meeting Notice

Send a note to your teacher

1720

There will be a meeting tomorrow in the lab.
Please attend. Roll will be taken.

11/05/1999 - Reschedule of Field Trip

The field trip to WKHR is rescheduled for
ONE Hour earlier. The bus will leave the
parking lot at 9 am SHARP!

Send

1750

FIG. 17: GUI 1700

FOOTNOTES: 66666666